

Computing Curriculum Plan 2022-2023

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Computing systems and networks: Improving mouse skills	Programming 1: Algorithms unplugged	Skills showcase: Rocket to the moon	Programming 2: Bee-bot	Creating media: Digital imagery	Data handling: Introduction to data
Year 2	Catch up unit	Computing systems and networks 1: What is a computer?	Programming 1: Algorithms and debugging	Programming 2: Scratch Jr	Computing systems and networks2: Word Processing	Data Handling: International Space Station
Year 3	Catch up unit 1	Catch up unit 2	Computing systems and networks 1: Networks and the internet	Programming: Scratch	Computing systems and networks 3: Journey inside a computer	Data Handling: Comparison cards databases
Year 4	Catch up unit 1	Catch up unit 2	Computing systems and networks	Further coding with Scratch/ Computational thinking	Creating media: Website design	Data handling: Investigating Weather
Year 5	Catch up unit 1	Catch up unit 2	Computing systems and networks: search engines	Programming 1: Music	Creating media: stop motion animation	Data handling: Mars Rover 1
Year 6	Catch up unit 1	Bletchley Park 1	Bletchley Park 2	Catch up unit 2	Introduction to Python	Big data 1